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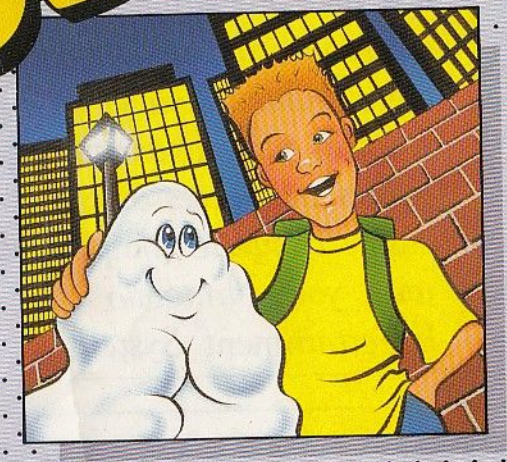
A BOY AND HIS BLOB★

TROUBLE ON BLOBOLONIA★



INSTRUCTION BOOKLET

Ⓣ

This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

"CAUTION: This Game Pak cartridge can only be used with the Nintendo Entertainment System Mattel Version PAL System."

PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

Note: In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Thank you for selecting the Nintendo Entertainment System™
A BOY AND HIS BLOB* Game Pak.

Please read this instruction booklet to ensure maximum enjoyment of your new game. Be sure to save this booklet for future reference.

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LOOK! HE LIKES THEM!

Likes them? The boy's Blob *loves* them! Jellybeans, that is. In every flavor under the subway. Like Vanilla. Apple. Tangerine. Cinnamon. Cola. Coconut. And more.

Like many boys in the twenty-first century, the boy has a buddy from outer space. This one's from Blobolonia—a place where an evil emperor makes everyone eat only marshmallows and chocolate. In fact, for the emperor, healthy things like vitamins are poisonous.

Blob (his full name is Blobert), came to Earth looking for someone to help him defeat the evil emperor. That's how he met the boy.

To defeat the evil emperor the boy and Blob will need a goodly supply of vitamins. And to get the vitamins, they'll need money. To get money, they'll search the underground caverns for hidden treasures and diamond stones.

So what's a boy to do? Just whistle! (That'll call Blob.) Then feed him jellybeans.

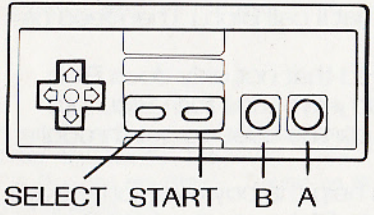
You see, the boy miraculously discovered that not only does Blob **love** jellybeans—but that different flavored jellybeans turn Blob into different shapes. And that those shapes can be used to get through many otherwise impossible situations!

With his repertoire of shapes, Blob can help the boy overcome even the most outrageous obstacles—as long as Blob gets the right flavored bean. In fact, with enough jellybeans in enough flavors, *anything* is possible.

GEARING UP

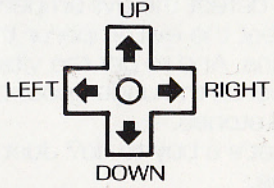
1. Make sure the power switch is OFF.
2. Insert the *A BOY AND HIS BLOB* CARTRIDGE as described in your NINTENDO ENTERTAINMENT SYSTEM manual.
3. Turn the power switch ON.

TO START: Push the START BUTTON on Player 1's controller.



TAKING CONTROL

The following illustration shows you the control points on your NINTENDO ENTERTAINMENT SYSTEM controller. Throughout this instruction book we will refer to these controls by the names indicated here.



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TO MOVE RIGHT OR LEFT—Press the RIGHT or LEFT ARROWS.

TO CALL BLOB (JUST WHISTLE!)—Press BUTTON B.

TO TURN A SHAPE BACK INTO BLOB—Press BUTTON B.
note: After turning him back into the Blob, wait a second before tossing him a jelly bean.

TO SELECT A JELLYBEAN FLAVOR—Press the SELECT BUTTON repeatedly until the desired flavor is listed at the bottom of the screen.

TO REVERSE THE ORDER OF THE FLAVORS—Hold down the DOWN ARROW and press the SELECT BUTTON.

TO FEED BLOB JELLYBEANS—Make sure the boy is facing Blob and press BUTTON A.
note: You'll be feeding BLOB the flavor that's indicated on the screen.

TO SHOOT THE VITA BLASTER—First select the type of vitamins you want to shoot (A, B, or C) by pressing the SELECT BUTTON. Then press BUTTON B.
note: The VitaBlaster is needed only on Blobolonia and will not perform properly if you have not purchased the necessary ammunition: vitamins.

TO PAUSE—Press the START BUTTON.

TO CONTINUE—Press the START BUTTON again.

OTHER WORLDS

A BOY AND HIS BLOB takes place in two very different worlds.

The first world lies in the caverns deep beneath the streets of the city in which the boy lives. The second world is on the planet Blobolonia, where Blob is from.

In the boy's world (Earth) you'll search for hidden treasures, giant diamonds, bags of extra jellybeans and more. The more treasures you find, the more vitamins you can purchase to fight the evil emperor on Blobolonia. The display "TR" at the top of the screen tells you how many treasures are left to be found.

Finding your way through the underground caverns won't be easy. There are many dangerous turns—and tumbles. As well as deadly enemies. So it may be wise to keep a map of where you've been—and what's there.

In the Blob's world (Blobolonia), you'll find orchards, farms, a candy factory and the dangerous home of the evil emperor. You'll also find the sparkling peppermint candies—invaluable when it comes to creating extra lives.

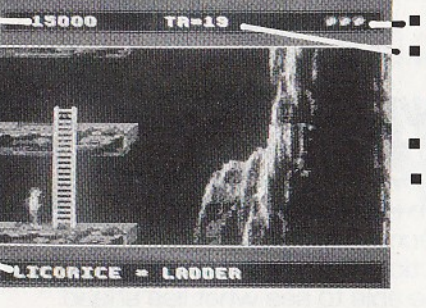
To get from the Earth to Blobolonia (or vice versa), the boy must employ a special type of transportation. And unless he's armed with a VitaBlaster and a good supply of vitamins for ammunition, he'll be quite helpless on Blobolonia.

Though the boy's world and the Blob's world may appear to be very different, they do have one thing in common: constant surprises!

SEEN ON THE SCREEN

Once you press the START BUTTON, you will see most of the following information across the top or bottom of the screen. What's not there now will be added as the game progresses.

- score (based on treasures collected)
- number of indicated flavor remaining
- jelly bean flavor selected



- lives left
- number of treasures left to find
- vitamins left
- number of peppermints collected

FOURTEEN FABULOUS FLAVORS

You'll start the game with twelve jellybean flavors. And throughout your adventure you'll be able to pick up a couple more.

In the beginning, you'll have to experiment to see what shape each flavor makes. But you'll quickly find you have them memorized. Because each flavor name corresponds somehow to the shape it creates—either in the sound of the word or in its meaning.

Here is the list of flavors you'll find. If you like, make a list and jot down the shapes formed next to each flavor:

LICORICE	APPLE	KETCHUP*
STRAWBERRY	VANILLA	PUNCH
COCONUT	TANGERINE	ORANGE
COLA	ROOT BEER	LIME
CINNAMON	HONEY	

*There is one jellybean flavor that Blob detests: KETCHUP! In fact, if he accidently ate one, he'd be petrified.

MORE ABOUT THE AMAZING JELLYBEAN

In addition to feeding Blob jellybeans, you can also use jellybeans to scout out unknown areas. Here's how:

If you want to know what lies beyond a ledge (on earth) or beyond the edge of a screen (on Blobolonia), simply toss a jellybean in the unknown direction. The "camera" will follow the jellybean and you'll momentarily be able to see what lies ahead.

COLLECTOR'S CORNER

Throughout your adventures—both on earth and in Blobolonia—you'll be constantly collecting things. Treasures and diamonds to raise your money stash. Jellybean bags to increase your jellybean stash. Vitamins to operate your VitaBlaster. And peppermints—for a special bonus.

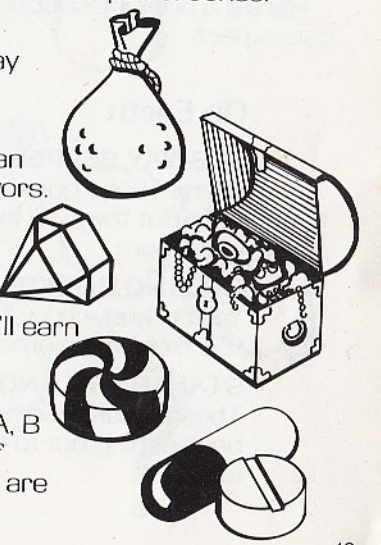
TREASURES
Many treasures are protected by the Subway Serpent. A most deadly beast.

JELLYBEAN BAGS
Here's where you'll find the two new jellybean flavors. As well as extra jellybeans of all flavors.

DIAMONDS
A blob's best friend.

PEPPERMINTS
Scarf up enough of these—like five—and you'll earn an extra life.

VITAMINS
There are three different kinds of vitamins: A, B and C. And each one fires a different kind of trajectory. You'll quickly learn which vitamins are most effective in which situations.



MENACING MEANIES

Some of the characters and situations you'll run into both on earth and on Blobolonia will not be too nice. In fact, some will be downright nasty. Others even deadly!

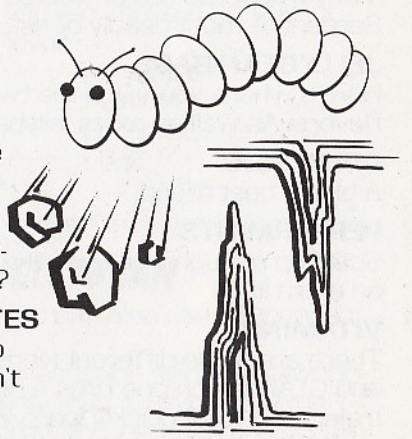
Here's a brief introduction to just a few of the many adversaries you can expect.

On Earth

SUBWAY SERPENTS
Sorry. These guys are indestructible. But they will leave you some headroom.

FALLING ROCKS
You do know how to protect yourself from the elements, don't you?

STALACTITE AND STALAGMITES
These freaky formations seem to be reaching out to touch you. Don't let them.



On Blobolonia

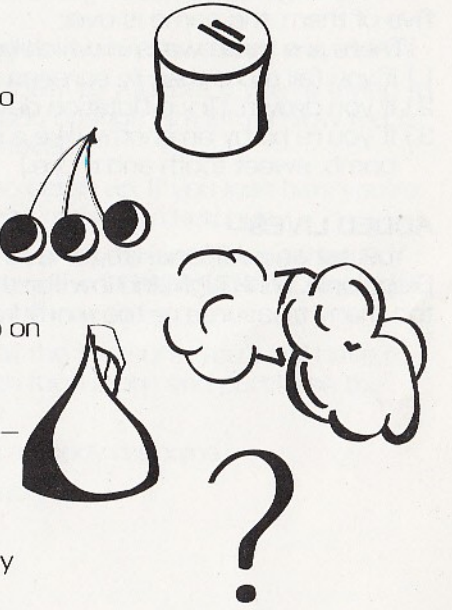
MAGIC MARSHMALLOWS
Tough and rubbery, these gooey globs are hard to shoot. Better to avoid them.

CHERRY BOMBS
Don't let them hit the ground. Or else.

POP CORN
It'll just keep coming. So clear a path through this stuff and keep on going.

CHOCOLATE KISSES
Don't get kissed by one of these—it's the kiss of death.

EVIL EMPEROR
Use his own hoard of vitamins against him. If you can find a way to make him take them.



FIVE LIVES TO LIVE

At the beginning of each game you get five lives. When you lose all five of them, the game is over.

There are three ways in which you can lose a life:

1.) If you fall more than 1½ screens unaided.
2.) If you drown. (Try a flotation device)
3.) If you're hit by an enemy (like a subway serpent, falling rock, cherry bomb, sweet tooth and more.)

ADDED LIVES–

You get an additional life for every five peppermints you pick up on Blobolonia. Look high and low for them—because you can never have too many treasures or too many lives.

TEMPTING TIPS

- To put a little distance on a tossed jellybean, take a step while tossing it.
- Be careful where you carve your holes. It could be a long way down!
- Whistling is one way to bring Blob closer to you. But if you're trying to position him in a critically precise spot, change him into a blow torch so he can easily be picked up and moved.
- Never go too far without letting Blob catch up. If you lose him, you're out of luck. Unless, of course, you can make him ketchup.
- To increase the height of a jump on your trampoline, press the UP ARROW. To decrease the height, press the DOWN ARROW. To jump off, move to the side at the pinnacle of your jump.
- Remember: after you've collected all the treasure, you'll still have to return to the street, get to the health food store and purchase the vitamins.
- There's more than one way to stop a candy machine.
- Experiment! Experiment! Experiment!

MEMO

MEMO

MEMO

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To receive this warranty service, contact Mattel's nearest State Office.

This undertaking to repair or replace the product will not apply if the (GAME PAK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

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